

Koralon

Alien Invaders



Weapons

| | CC | | Short | | Med | | Long | | Ext | |
|--|-----|--------|-------|-----|-----|-----|------|-----|-----|-----|
| | Hit | Dam | Hit | Dam | Hit | Dam | Hit | Dam | Hit | Dam |
| Coraline Blade | 0 | S | | | | | | | | |
| Notes: One Handed, Melee, Armour Piercing (2) | | | | | | | | | | |
| Coraline Darts | 0 | 4 | 0 | 4 | | | | | | |
| Notes: One Handed | | | | | | | | | | |
| Coraline Shield | | | | | | | | | | |
| Notes: One Handed, -1 mod to Dam rolls when attacked from the front | | | | | | | | | | |
| Coraline Warstaff | 0 | S+1 | | | | | | | | |
| Notes: Two Handed, Melee, Armour Piercing (2) | | | | | | | | | | |
| Heavy Coraline Blade | -1 | S+1 | | | | | | | | |
| | | (x2) | | | | | | | | |
| Notes: Two Handed, Melee, Armour Piercing (2) | | | | | | | | | | |
| Neutron Staff | | | | | | | | | | |
| Notes: Two Handed, Armour Piercing (2), Direct Template Weapon – Large Teardrop, Dam 6 | | | | | | | | | | |
| Phasing Staff | 0 | S | | | | | | | | |
| Notes: see Phazon entry in the Koralon army list | | | | | | | | | | |
| Shard Bomb Launcher | | | -1 | 4 | -2 | 4 | -3 | 4 | | |
| Notes: Two Handed, Indirect Fire, Ranged Template Weapon – Large Circular | | | | | | | | | | |
| Spine Blaster | +1 | 4 (x2) | | | | | | | | |
| Notes: One Handed, Direct Template Weapon – Small Teardrop | | | | | | | | | | |
| Splinter Rifle | -1 | 5 | 0 | 5 | -1 | 4 | | | | |
| Notes: Two Handed | | | | | | | | | | |

Shooting Summary

| Shooting Table | | | | | | | | | | |
|----------------|----|----|----|----|----|----|----|----|----|----|
| Models SH | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Score to Hit | 9+ | 8+ | 7+ | 6+ | 5+ | 4+ | 3+ | 2+ | 1+ | 0+ |

Note that a natural 1 always fails and a natural 10 always passes.

| Shooting to Hit Modifiers | |
|---------------------------|-------------------------|
| -1 | Shooting unit has moved |
| -1 | Size 1 target |
| +1 | Size 4 – 5 target |
| +2 | Size 6 – 7 target |
| +3 | Size 8 – 9 target |
| -2 | Speculative Shot |

Close Assault Summary

| Close Combat Table | | | | | | | | | | |
|--------------------|--------------|----|----|----|----|----|----|----|----|----|
| Attackers AS | Defenders AS | | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 6+ | 7+ | 8+ | 9+ | 10 | 10 | 10 | 10 | 10 | 10 |
| 2 | 5+ | 6+ | 7+ | 8+ | 9+ | 10 | 10 | 10 | 10 | 10 |
| 3 | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ | 10 | 10 | 10 | 10 |
| 4 | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ | 10 | 10 | 10 |
| 5 | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ | 10 | 10 |
| 6 | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ | 10 |
| 7 | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ |
| 8 | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ |
| 9 | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ |
| 10 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ |

| Close Combat to Hit Modifiers | |
|-------------------------------|-----------------------------------|
| -2 | Unit is Panicked |
| +1 | When Charging or Counter Charging |
| +1 | When using a weapon in each hand |
| +1 | Defending Cover |
| +2 | Opponent is Panicked |

To Wound Summary

| Damage Table | | | | | | | | | | |
|--------------|-----------|----|----|----|----|----|----|----|----|----|
| Damage | Targets T | | | | | | | | | |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| 1 | 6+ | 7+ | 8+ | 9+ | 10 | 10 | 10 | 10 | 10 | 10 |
| 2 | 5+ | 6+ | 7+ | 8+ | 9+ | 10 | 10 | 10 | 10 | 10 |
| 3 | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ | 10 | 10 | 10 | 10 |
| 4 | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ | 10 | 10 | 10 |
| 5 | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ | 10 | 10 |
| 6 | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ | 10 |
| 7 | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ | 9+ |
| 8 | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ | 8+ |
| 9 | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ | 7+ |
| 10 | 2+ | 2+ | 2+ | 2+ | 2+ | 2+ | 3+ | 4+ | 5+ | 6+ |

| Damage Modifiers | |
|------------------|-----------------------------|
| +1 | Using a weapon in each hand |

Moral Summary

| Command Table | | | | | | | | | | |
|---------------|----|----|----|----|----|----|----|----|----|----|
| Models CD | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Score to Hit | 9+ | 8+ | 7+ | 6+ | 5+ | 4+ | 3+ | 2+ | 1+ | 0+ |

| Rally Check Modifiers | |
|-----------------------|--|
| -1 | If enemy units within Long Range and LOS |
| -2 | If enemy units within Medium Range and LOS |
| -3 | If enemy units within Short Range and LOS |